

## SEARCH THE PENNY.

Enough amusement can be obtained by searching a penny for the things to be found on it to furnish entertainment for a half an hour. On the head of it are: Yourself, eye; fruit, date; part of a barrel, head; American's ideal, liberty; a race of people, Indian; part of a bird, feathers; piece of jewelry, string of beads; youth and old age, 18-98; where youth and old age meet, on the bridge (of the nose); part of a hill, brow; place of worship, temple; part of a stove, lid (of the eye); where corn is found, ear; part of a river, mouth; flower, two lips (tulips); a small animal, hare; a country, America; part of a bottle, neck; a modern accomplishment, cheek; one who annoys, tease (TTT); one who is hard to please, boarder; correspondence, letters; a marriage, united; a jolly dog, America (a merry cur); a single one, unit; what many desire, fame; part of a wagon, tongue; Indian messenger, red cent; musical instruments, band and organs; red headed policeman, red headed copper; whipped school boy, pupil under the lash; myself, U.

One the tail: Messenger, one seat (cent); emblem of defense, shield; dry goods, ribbon; emblem of victory, wreath; slate pencils' need, points; part of steamship, shafts; low number, one; what dogs follow, (scent); part of a book, leaves; from our flag, stripes; a beverage, T (tea); solid comfort, EEE (ease); implements of defense, arrows; a body of water, C (sea); and a gallant, bow (beau).

## THE CHRISTMAS CANDLE.

### A Rollicking Game For Yuletide Festivities.

Christmas games for Christmas day should be just the jolliest and most rollicking sort one can possibly find, and one that will make everybody laugh in spite of himself is the game of the Christmas candle. This should be played under the supervision of an older person. To play it after the fashion of the little English children of the time of Queen Elizabeth quite a long, fat wax candle should be provided, with one child chosen to hold the lighted candle and another to try to blow it out. The "blower" is placed a few feet away from the candle, which is held at the height of his head, and facing it. He is then blindfolded, turned around three times, and told to take as many steps as he was required to before, and in the direction he thinks the candle to be. Then he blows, trying to put out the candle's flame. Perhaps the child walked straight away from the candle. Any way his attempts will be very funny indeed as he puffs out his cheeks and blows—probably in the wrong direction—and they will cause much merriment among the other children. Another way of playing this candle game is to use one of the tiny unburnable Christmas trees which are to be found in the stores now. Very small colored candles are fastened to the tree and lighted, and one child holds it while a second blindfolded child tries to see how many candle flames he can blow out at one attempt. A row of the ordinary Christmas tree candles may be fastened with pins to a holly wreath so that they stand upright as the wreath lies upon a table. As in the case of the tiny Christmas tree the blindfolded child tries to blow out the flames of as many candles as possible. A prize for the most successful blower will add to the fun of these candle games.

## THE CHRISTMAS SHIP.

The Christmas ship is one of the funniest games of all. The children sit in a circle to play it. One child who starts the game says to his neighbor:

"The Christmas ship has come in."  
"What did it bring you?" asks the next child.

"A jumpingjack," says the first child perhaps, beginning at once to imitate the hopping motions of a toy jumpingjack.

The child to whom he spoke must also play at being a jumpingjack, saying at the same time to his neighbor:

"My Christmas ship has come in."  
"What did it bring you?" repeats his neighbor.

"A lion," says the jumpingjack, trying to continue his hopping and to roar at the same time.

The third child must roar, too, as he gives the child next him the ship information and shows him which toy he must imitate.

By the time a few human jumpingjacks are in motion, some of the lions roaring, two or three trains steaming around the room and some little girl dolls trying to say mamma and papa the game will end in just one grand, hilarious frolic.

## A STOCKING CONTEST.

For this contest make as many small stockings of net as there are children to play. Then cut from magazines and advertisements pictures of articles suitable for a Christmas stocking, such as books, games, toys, etc. Mount these on thin cardboard and then cut into irregular pieces for picture puzzles. Place each puzzle separately in a small red envelope or tissue paper and fill the stockings, avoiding duplication. When ready give each a stocking, the object being to find its contents by putting the puzzles together one after the other. A prize should be awarded to the one who first solves all the picture puzzles, and this prize may be one of the filled stockings. They can easily be filled at home for 25 cents each. The same contest may be given for older children by using anagrams instead of the picture puzzles, and these will be found less troublesome to prepare. If desired Christmas boxes may be used instead of the stockings. Place the puzzles or anagrams in small boxes, packing in with cotton as if fragile, and tie up and mark the boxes as if they had come by express or mail.

## PARLOR MAGIC.

### A Clever Candle Trick That Will Amuse the Youngsters.

Here is a parlor magic trick which never fails to capture an audience and which, at the same time, is so simple that any one can do it. You need six or more candles and as many candlesticks, or you can get along without the candlesticks by holding a lighted match to the bottom of each of the candles, and then, when it has softened ever so slightly, setting the candle firmly in a saucer. The wax or tallow will harden in a moment, holding the candle erect in its place.

Make a hole in one side of each candle, cutting clear through until the wick is severed. These holes must be at various distances from the top—different in each candle.

Now, if you should light one of these candles it would burn steadily until the flame got down to the hole, when the cut in the wick would cause the candle to go out. If you should light them all together they would go out at different times, as the holes are at different places. This is where your trick comes in.

Place your candles in a row on a table with the holes away from your audience and then light all six. Now you begin to relate a story about a little girl who was alone in the house and was afraid of the dark, and who lighted six candles to keep up her courage. She heard queer noises about the house, and drew close to the light and then (pointing to the candle with the hole nearest the top) the first candle went out. Of course you time your first words, so that you say "out" just before the flame reaches the hole.

As you reach the second point in your tale the second candle goes out, and so on throughout the rest of the six. You may have the holes vary but a fraction of an inch in their distances from the top of the candle and tell a very short story, or you may have your tale a long one, with the distances of the holes from the top to vary an inch or so. By first lighting one candle and watching it burn for a few minutes you can tell almost exactly how long the flame will take to reach a given point.

If you do not have the candles go out in rotation, but skip around from the first to the fifth, then to the second, to the sixth, the fourth and third, you can still further mystify your audience, and if your story be well told the effect will be very pretty indeed.

## AN ANIMAL PARTY.

An animal party is an amusing game for the holiday evening. You must prepare a list of different animals, writing each clearly on a line by itself and numbering them according to the number of guests. You must also have small slips of paper numbered to correspond with the list of animals. These slips must be folded so that the numbers do not show and put in a bowl. To each person is given a large sheet of brown wrapping paper and a colored crayon pencil, and then the slips are drawn. Each unfolds the slip drawn and refers to the list of animals, which should be pinned up in a conspicuous place, for the corresponding number. About ten minutes are allowed for the drawings, when they are passed in, on each drawing being the number, but no name. The drawings are then pinned up, and judgment is passed. Every one casts a vote. The number of the one who gains most is then called out, and the person whose slip corresponds to that number receives a prize. Such an entertainment will furnish much fun if ingenuity is displayed in preparing the list of animals, which should include some that are out of the ordinary line and unfamiliar.

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